

ANIMATION ON-OBJECT USER INTERFACE

ABSTRACT

5

A system and method for graphically showing the animation order of animated elements in a presentation program or other software. More particularly, the invention consists of a User Interface (UI) widget which shows the order of the animation in the presentation. This UI employs an animation On Object User

10

Interface (OOUI), or animation tag, that is preferably a rectangular control that encloses a number, and labels the order in which objects are animated. Each animation OOUI or animation tag is associated with an object on a display during creation and editing. The animation OOUI or tag is preferably placed in close proximity to the object it is associated with, rather than in a separate window or

15

dialog box, and is hence termed 'On Object'. The enclosed number represents the number in a sequence of mouse clicks or other computer input device selection actions which causes an animation effect on an associated object or element. The animation tag makes it much easier for the user to reconcile the order in which objects are animated. The animation tag is active and responds to computer input

20

device selection actions. Each animation OOUI is typically associated with an animation list, although it does not have to be.